SMC-SESSION

DAS SPECTRUM - MAGAZIN

Issue 199 Nov. 03-Feb. 04

Events Calendar 2004

5th -7th March 2004
The 8th great ZX-Team meeting in Dietges/Rhön: http://www.zx81.de

19th – 21st March 2004
FOReVERfife Demoparty for the Spectrum, Atari and C-64 in Trencin/Slovak Republic. Information at: http://4everparty.host.sk/. Anyone who is interested in going can contact the club about the possibility of transport.

20th March 2004 10AM to 4PM
Spectrum & SAM meeting in Bunnik/Holland. Direction at: http://www.hobby.nl/~sinclair-gg/duits/bunnik-map.dui.htm

22nd – 23rd May 2004 9AM till 6PM
3rd international Sinclair and Sam meeting in Urmond (Holland)

12th September 2004 10AM till 4PM
Spectrum and SAM meeting in Bunnik/Holland. Direction at: http://www.hobby.nl/~sinclair-gg/duits/bunnik-map.dui.htm

18th – 19th September 2004
Spectrology in Wittenberg

2nd October 2004 2nd
combined meeting of the SPC and the Joyce-AG computer clubs in Ittenbach near Königswinter.

Man trifft sich wieder!

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Publisher

The Spectrum-User-Club, formally known as the Spectrum-User-Club Wuppertal, is the oldest existing Spectrum-Club in Germany, the ASC is the only Spectrum-Club in Austria. Since 1998 the Club-Magazine SUC-SESSION and SCENE+ have been sent together to all club members. They are compiled from contributions produced by the editor(s) as well as the readers. We call on all readers to send in their contributions as text files on cassette, +D, Opus, MB02 or MS-DOS (Word or pure Text files) or handwritten, per e-mail or printed on paper to us.

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ASC: http://www.lcd-one.da.ru, e-mail: ms-256-email@gmx.de

How can you become a Member

Membership is basically free but the main services, the clubs magazine SUC-SESSION and SCENE+ can be subscribed to individually or together.

The Prices:	Single issue	Yearly subscription (6x)
1) SUC-Session Magazine	3,00 Euro	16,00 Euro
2) SUC-Session Magazine as a PDF-Download	1,50 Euro	8,00 Euro
3) SCENE+ Disk-magazine	2,50 Euro	12,00 Euro
4) SCENE+ on Cassette	3,50 Euro	18,00 Euro
5) SCENE+ as a TAP-Download	1,50 Euro	8,00 Euro
6) Combi-packet SUC-Session & SCENE+ Disk	5,00 Euro	26,00 Euro

Our magazines can be mixed in any combination you want it is only important to tell us exactly what you want. Orders for our Download-Service should be sent by E-mail to:sintech@online.de.Your can pay by Cheque(Euro), Paypal or Bank-transfer.Account Nr.3205069, Sort-code 380 707 24. As reason for the payment please include the information : Packetnumber(s), for example Nr. 6 or 2 and 5 or whatever you want to order.

New members who are ordering the Diskette version of SCENE+ should state the required format, we have available MB02+, Opus, +D und now also D80/Didaktik. If you are ordering additional Disk's or Cassettes together with a Combi-Packet then the price for these must be added to the Subscription number. Any questions should simply contact us per E-mail or under: 0049-711-775033.

Preface – Important –

Hello Spectrum friends,
Recent events have made me decide to make some changes in the rhythm with which the SUC-Session is produced. This issue has been created in the period November 2003 up to February 2004. There are a number of reasons for the long period of time involved:

- At the beginning there were very few articles sent in
- The articles which did come were in English and had to be translated into German
- I was very busy and had little time to write articles myself
- My holiday happened to be in January this year

Whether you believe it or not if I don't produce the SUC-Session on time I have sleepless nights about it. Unfortunately sometimes there is simply nothing I can do about it. I have asked several times whether there is anyone who could help me, for example with the translation etc. But no-one has contacted me.
So the only choice I have is to cancel the regular two monthly rhythm which in recent months hasn't been realised anyway. We will be changing all of the subscriptions, so that instead of a subscription being for a particular period of months, it will instead be for a certain number of issues. This is issue 199. So anyone who has paid up to the end of the year 2004 will receive the next 6 issues, that is up to and including issue 205. To make this clear each envelope will be printed with the last issue number of the subscription (it will though be a 2 digit number). So the abbreviation 05/65 means that you'r paid up to issue 205 of SUC-Session and issue 65 of SCENE+. Of course if you haven't subscribed to SCENE+ then you will only have one number on your envelope.
This doesn't mean that the two month rhythm has simply ceased it will remain our objective to produce 6 issues a year. But if for whatever reason this isn't possible we don't need to have a bad conscience about it and don't have to do ridiculous things to try and catch up. In the end it's you readers who will decide how many issues a year are produced by the number of articles you send. When enough articles are received the magazine can be produced quickly.

A request to all of those who have organised a regular standing order payment. Please cancel it as it is no longer the case that the subscription has to be paid on a yearly basis. It is also likely that during the year the bank which the club uses will be changed as the Deutsche bank has now suddenly asked for a 3.99 Euros monthly payment for managing the account. That's just too much and there are enough banks who will provide an account for free.
We will always send with the last issue of a subscription a reminder to pay for the next period. Normally you will have up to 2 months to make the payment, so you don't really need a permanent standing order but just to make a simple transfer when the reminder arrives (or you simply keep a note of the number on the envelope and send the money in good time). Especially as in the past standing orders have produced problems:

- Some still have a standing order for the LBBW, a bank which we haven't used for the club for many years but is in fact the account of SINTECH.
- Some have paid the subscription in spite of having a standing order with the result that some have a subscription for the next 7 or 8 years.

- A few haven't changed their standing orders since the Euro replaced the Deutschmark with the result that they only pay 25.56Euros instead of 26 Euros.

So, please look at the number on the envelope which came with this issue. It's right next to the sender "Spectrum-User-Club". Then you know how long it will be before you need to pay the subscription again and can cancel the standing order with a clear conscience.

So now to this issue. I have already mentioned that a lot of articles are being translated from the original English. Not because we are copying information from other magazines or websites but simply because our international users seem to provide more support for the magazine than the German users (*makes my job nice and easy – Ian).* It could end up that we produce an English magazine and translate it into German instead of the other way round as it has been in the past. This should be a motivation for the German readers to produce more and not to disappear into the background. I like active readers the best. Thanks to all of those English and Dutch users who have sent us articles.
So now have fun with this issue of SUC-Session, you've had to wait long enough for it.

Thomas

Readers Letters

Unfortunately the flow of readers letters has been very sparse recently. I would like to mention once again that we are a club and the magazine should be a communication medium between members. Our forum in the Internet is also used much too seldom. Anyone who has a question can send it to the forum and then everyone profits from the answer. So once again the web address:
http://www.netreal.de/cgi-bin/forenserver/foren/F_554/cutecast.pl

Nevertheless lets start with an E-Mail from Kevin Benett:
I hope it will interest you to hear that for a couple of pounds I have been able to buy a new Spectrum game called "Rough Justice" from Cronosoft and Jonathan Cauldwell. I think they will be at the Spectrum show in Norwich to present their work and meet people. The game is available from their web-site, please pass on any requests so that the Spectrum will continue to be supported in the future.
I have included the file and the instructions . Please respect the Copyright.

Hello Kevin,
Thanks for the file, even if I think Cronosoft should send us the files themselves if they want us to publicize the game. Thank you for your trust but it could be that Cronosoft will be annoyed when someone simply sends copyrighted files over the internet. For this reason we want to ask that you write the test report for us, then there can't be any infringement of the copyright because you have bought the game. Here once again for everyone the website of Cronosoft: www.cronosoft.co.uk

The next mail comes from Harald R. Lack:
Hello! I just wanted to quickly ask if you can work with Adventure plans made using Corel Draw (*.cdr). This would make life simpler for me, otherwise I always have to find someone who can convert the files to jpeg for me. I've discovered that the jpeg files are always larger than those created by Corel Draw (this is an important argument when you are connected by modem to the internet).
In case you really do need the plans as jpeg files, do you know of a freeware program which can convert the graphic formats and which will run on my rather elderly PC (Pentium 75/Windows 95) ? Please send me a short info.
Greetings Harald

Hello Harald, I can convert the Corel Draw plan myself, though it is in fact very simple:
You only have to use the option "EXPORT" in Corel Draw and then you can save your picture as a JPEG file. Be careful only to create a black and white image, colour is not necessary for the plans and this makes the file smaller.

We haven't heard from Andrew Owen for some time but found on the site comp.sys.Sinclair a new E-Mail address and immediately sent him a mail with a question whether he wanted to renew his subscription or not:
Hello there, you have probably been E-Mailing me at my old address and I had no possibility to answer earlier. For the next 12 months I am in New Zealand and it's not really practical to download large pdf files at an internet café. So for the moment I wont be renewing my subscription. But I really liked the magazine and as soon as I have a permanent place to live I will renew. Thanks again, Andrew.

No problem, Andrew. Have fun in New Zealand and greet the hobbits for me.

Great, that we also have readers in Italy:
Dear Thomas, I would be really pleased if I could also play my games on a PC. I've been told that there are such things as Emulators/Simulators which allow Basic-programs to be run on a PC.
If you know anything about this I would be very grateful if you could give me the web addresses where I could download such programs. I would also be grateful for any other information you can give me.
Best wishes, Luciano

Hello Luciano,
you will be happy to hear that the best emulator comes from Italy. You can get it at:
http://www.ramsoft.bbk.org/realspec.html

Benjamin Versteeg has been busy writing:
Hi Thomas, you had an article in Suc-Session 05-2003 about a Compact Card Interface for the Sam Coupe and you asked if there would ever be a similar interface for the Spectrum.
It already exists and I think you will be surprised about the fantastic possibilities (as the developer is very professional and the software has been written by a very intelligent user). Details can be found at: http://user.tninet.se/~vjz762w/
The software for this interface called Residos is described at: : http://www.zxplus3e.plus.com/residos/.
So as you can see the development for the Spectrum is more advanced than many think! WOW!
If you're interested I could write an article about the interface and I will of course ask the developer for an interface for test purposes and also ask him for more information.
Now just an addendum:
The developer is selling the interface on the web site mentioned above. A complete interface with 1MB costs around 90 Euros from Benjamin Versteeg.

Hello Benjamin,
That's super news. Although we knew of the Swedish web site we seem to have missed this development. There are many super hardware interfaces but only a few have the necessary software. Here there is already a suitable operating system called Residos. Great, I will look forward to your article I'm certainly not going to forgo such an offer.

A unknown user called jlp has contacted us from Spain:
Hello, I'm looking for information about voltage and current consumption for the Spectrum+. Unfortunately I couldn't find anything on the Forum maybe because I don't understand German. Could you supply me with this information about the Spectrum power supply, as I have lost the original and am trying to find a replacement.

Hello, the original power supply was for 9 volts at 1.2Amps. However normally a voltage of 7.5volts is enough and it also creates less heat in the computer. Don't forget that the centre pin of the plug is ground the voltage is on the outside contact of the plug. Many power supplies are the other way round.

Another mail from our first (and unfortunately only) reader in Portugal:
Hello Thomas, who wrote the article "Computer world today" in the last magazine (credited to "te"). It was one of the most interesting and sensible articles that I have read for a long time! Can you give me the E-Mail address of the author ? I want to ask him if I can reproduce the article on my homepage, it's simply great.
Greetings Filipe

Hello Filipe, you already have the E-Mail address of the author, because it's me. Te=Thomas Eberle. Of course you can publish the article I just ask that you include a reference to the source SUC-Session when you do so.

Benjamin Versteeg wants in future to increase his input to the magazine.
I've been asking myself for some time about the possibilities of the MB02. Now I have read in the instructions for the 'Real Spectrum Emulator' that it is possible to emulate the MB02 (with real floppy emulation!!!).
I have tested the required files and it really works!

You need the following:

1. Real Spectrum DOS Version
2. Windows 98 or earlier
3. The MB02.rom file
4. The 'sytem.mbd' disk image a genuine system diskette

… and with that you can perfectly emulate the MB02. With real diskettes. I think this is really cool!

I don't really know about the legal requirements for the use of the MB02.rom and system disk if you don't own the real interface. But the Rom-file is available on the old raww.org pages and I have obtained an MB02 system disk as a disk image from an MB02 user who is a member of a demo group.

Perhaps you are asking yourself why you need the DOS version of the 'Real Spectrum Emulator' and why Windows 98 is required.
SO:

1. The Real Spectrum for DOS is necessary if you want to access real diskettes as this isn't possible in the later version for Windows.
2. You need Windows 98 or earlier (so no XP,NT or 2000) as the access to the diskette drives from the emulator doesn't work in later versions even with the DOS version of Real Spectrum.

I have tried the following:
I have tried emulating the MB02 with Windows NT and Windows XP while using the DOS and the Windows versions of Real Spectrum. So I've not yet been able to try it with real diskette drives but I'm certain it will work (the drives are accessed from windows XP but not correctly).
I have in the past tested disciple diskettes with Real Spectrum running under Windows 98 and that worked perfectly 100% , just like a genuine Spectrum and Disciple.
This weekend I will configure a computer with Windows 98 (at the moment I don't have any systems with windows 98 installed) and try the MB02 emulator access to a real diskette.

But now what I wanted to ask:
Are there other users who are interested in this functionality?
I think there could be many, and I mean MANY users who would be interested. Especially as 8BC is not planning to produce the MB03 at the moment and it could help change his mind, if it is shown there is enough interest in emulating an MB02.

I can write an article about my experience with emulating the MB02 (I won't try to convince anyone that it's as good as using a real MB02).
Let me know what you think of the idea.
Greetings,
Benjamin Versteeg

Hello Benjamin,
In principle a subject which is of interest to one Spectrum user is usually interesting for many others, after all we are all involved in the same hobby. The MB02 especially often awakes interest in our users, you see this at many of the Spectrum meetings where the MB02 is to be seen. So for this reason we and many of our readers would be very happy to see your article on this subject and be able to test just what is possible with the MB02, for free.

Goodbye Nr. 1
Dear Thomas, after a long time and changing my mind quite often I must accept that I have lost interest in the Spectrum in recent years. The family has grown, son number 2 will arrive in May and I am using my free time for other things. So at the end of my present subscription (I think it runs out with the November/December issue) I will give up my membership of the club.
I would like to wish you and the club all the best for the coming year, success both in the private and professional environment. My very best wishes, Helge

Hello Helge, I hope you will read these words. I am very sorry that you are leaving us but I have noticed that there hasn't been any input from you in recent years. A really nice goodbye present for the users would be if you could make your own programs PD and send them to Mirko so that he could publish them in SCENE+. This request also goes to all those who have written programs which are now on diskettes which are gathering dust. Mirko would be really pleased to receive more donations of software.

And goodbye Nr.2
Dear Thomas, firstly a very happy new year ;-)
You know that I haven't done anything with the Spectrum for the last couple of years. At the end of the year I sold all of my Spectrum bits and pieces to SINTECH. This was very difficult for me but it is better when they come to the hands of a loyal Spectrum user who can really make use of them rather than having them lying around gathering dust.
I will now drop out of both clubs. I often think of those wild Spectrum years. It was a super time. Greetings to everyone who knows me from those earlier times.
Keep up the good work! Anyone who misses me:
Can contact me on-line at Freenet.de (chat, community, forum) under the name nick irconaut or E-Mail at: irconaut@freenet.de
-Snief- Guido

Hello Guido, shame, another user less and one who has been with club through all those years. But it's good that you haven't left everything to gather dust. Via SINTECH we continue to win new readers year by year after they have bought a computer. So it's certainly possible that the purchaser of your machine will also take over your role in the club.

News in Brief

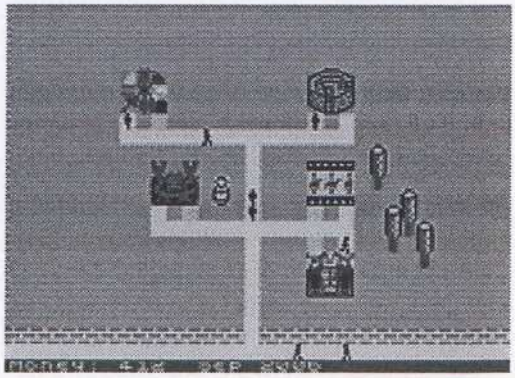
Voyage to Doopland
HOOY-Program has converted his game „Droga do Duplandu“ for various computers including, ZX-Spectrum, C64 and Atari. So after a long time we at last have a new title announced for multiple platforms.
Unfortunately the game is only available in Polish but a translation is planned in the next few months. For anyone who is interested the game is available free of charge from the HOOY- website: http://hooyprogram.republika.pl/ or together here:
http://republika.pl/hooyprogram/dupatar.zip
Further games are planned, and should also be available on all three platforms.
Source: Yerzmyey/H-PRG

Cows and Snakefights
At the Spectrumania in Stuttgart, Erik Browaldh brought to our attention the Amiga magazine “Cows and Snakefights” and asks that Spectrum and Amiga fans come more closely together. A straw poll was carried out on this subject at the Spectrum-meet about the differences in the Spectrum and Amiga scenes. The result will also be published in the Amiga magazine.
Anyone who would like it can get it free of charge from the Internet at http://nls.mine.nu/cns.html.

Source:
Erik Browaldh

Internet Explorer Fault
You should perhaps take a look at the latest Internet Explorer bug which is of the worst sort: http://www.heise.de/newsticker/data/ju-09.12.03-000/
There are criminals who emulate well know web sites and try to get the user to type in his password. In the past you could recognise the fake website from it’s address but a bug in Internet Explorer 6 makes it possible to make a part of the address invisible, so that the address can be made to look like the official one. Sometimes one has to ask oneself if there are criminals out there who are paying M$ to get these bugs built into the software…
So once again we see that we should give Internet Explorer a wide berth and use Mozilla, Opera or another web browser instead.
Source: Christof Odenthal

Amusement Park Second
The game Amusement Park which we published in SCENE+ (in it’s 4KB version) has won second place at the Minigame 2003 competition. We look forward to the publishing of the 16K version with improved graphics and obstacles.
Source: Colin Woodcock, ZXF



News in Brief

Diskettes 'end of life'
The computer manufacturer Dell has announced that in future it's computers will no longer include a diskette drive in the standard configurations. Apple has left out the diskette now for a number of years and it seems likely that more manufacturers will go down the same road. The change is coming slowly but it is coming. In a time when everything is oriented towards CD and DVD this is no wonder as you can only save 1.44MB of data onto a diskette. This is though of course fatal for Spectrum users if they can no longer buy diskettes. Even today it's getting more and more difficult to get DD diskettes and many get around the problem by using HD diskettes and covering up the HD identifier. So take no chances and make sure you have enough diskettes, who know whether the diskettes will disappear overnight from the shops and of course becoming rarer automatically becoming more expensive.
Source: Stuttgarter Zeitung

Tinned Linux
For all of those who want to say goodbye to Windows and try out Linux there is now Knoppix. Knoppix is Linux but on a bootable CD. So you don't first have to install a new operating system on your computer hard-disk. You simple put the CD into the drive and change the boot sequence in your BIOS to "Boot from CD". Then in general you can try it out before taking the big step of installing Linux.
The CD costs around 5 Euros plus postage and packing or can be downloaded free from: http://www.knopper.net/knoppix
Source: Stuttgarter Zeitung

Millenium Party saved
It was announced in Russia that last years Millenium party would be the last. Now is seems that a new Organising committee will continue with this much loved party which always produces a number of new demo's for us.
Source: Icabod (http://raww.org/)

X-Board being closed
X-board from X-Agon has been a very interesting method of making contact with other Spectrum users around the world or finding out about new developments. However because of time constraints X-Agon is closing the whole website. A great pity. Anyone who wants to take a last look or perhaps try to get X-Agon to change his mind can find the site at:
http://www.fi.muni.cz/~xhotarek/
Source: Icabod (http://raww.org/)

Retro Gamer
In Great Britain there is a new glossy magazine which is concerned exclusively with Retro-computing. It should be available on the newsstands or it should be possible to contact the publishing house via their website: http://www.livepublishing.co.uk/
Source: Icabod (http://raww.org/)

Speccy songs on the radio
Thee is a radio station which is playing Spectrum songs (AY) via the internet. Anyone who would like to take a listen should visit: http://www.starglider.dynu.com/radio/
Source: Yerzmyey/H-PRG

News in Brief

They ride again
AY-Riders have produced a new album, they are appearing in rapid succession and AY fans can download the songs from http://ayriders.zxdemo.org/.
Source: Yerzmyey/H-PRG

Disciple and +D disassembled
Rudy Biesma has disassembled the complete ROM of the +D and Disciple and made it available on his website at www.amazed.nl/users/rudy.
Source: Colin Woodcock, ZXF

Waiting for Real X
We must continue to wait for the follow up product to "Real Spectrum" even though the user community is growing impatient. Anyway the pure windows emulator is in an advanced stage of development and if the programmer had more time then it would have been finished by now. All of the impatient users who are waiting should be reminded that RAMSOFT is not changing a cent for the software and this should not be forgotten.
Source: Luca, Ramsoft

Die HCC dagen 2003 - 28-30 November 2003

- Jaarbeurs Utrecht - Holland

Hi to all,

I am so used of getting all my information from internet, that I'm not aware many Suc-session readers are not that used to finding information and discovering new things on internet.
We know that many interesting and really innovating things are being developed for the Spectrum and other Spectrum-based computers.

This article is a start of some articles from what's happening around the world!

How I got to be there
It's more than one week ago that the HCC dagen 2003 are over.
Robert van de Veeke invited me when I was at a Sinclair meeting a few months ago.
The HCC dagen (HCC days or HCC fair) is the biggest computerfair here in Holland.

Of course you'll find many shops selling mostly new, but also second hand goods.
I don't like buying at such a fair, because the prices at internet-shops are most of the time lower than prices in real shops, and mostly also lower than the prices at such a fair as the HCC dagen.

But that's not the most interesting thing of this computerfair.
The HCC translated in English stands for the ‚Hobby Computer Club'.
It consists of many computer(-related) usergroups such as a music-usergroup, a flight siumlator-usergroup, a games-usergroup etc.
Also there are groups which specifically are founded for computer-brands or -types, like the MSX-usergroup, the Amiga-usergroup, the Amstrad-usergroup (yes, even for that!) and most important (ahem): the Sinclair-usergroup.

Many years ago I was a member of the Sinclair-usergroup, but when I started studying, I didn't found the time and unsubscribed.
Last year I decided to restart my Sinclair-hobby and visited a Sinclair-usergroup day in Urmond (south of Holland). That was when Robert invited me for the fair.

The Sinclair user-group had a big stand (compared to other retrocomputer-usergroups), and there were about 10 or 12 members during the 3 days.

Special guests this year
Wolfgang Haller (www.womoteam.de) visited us at saturday and also Martijn van der Heide (www.worldofspectrum.org) . Also all organisation-members of the Sinclair-usergroup (www.hobby.nl/~sinclair-gg) were present, as far as I know.

For Martijn van der Heide it was the first time to be a part of the Sinclair-usergroup at the HCC-dagen! Can you image? Just take a look at his site; I think he can be put in the category ‚core-users' J
Martijn only brought a laptop with him. He was thinking of a big poster to promote his site, but there was not enough time to realise that. But there will be a big ‚World of Spectrum'-poster next year!
I did not take pictures of what I was doing myself during the days, but I was trying to create a lightshow controlled by the Spectrum (I can still smell the solder J).
Alas I didn't manage to get it working (even in three days) - so you don't have missed anything about that J
Many people came to the Sinclair usergroup asking what we were doing, and some were very enthousiastic that there were still some people really hobbying.
Peter Kreinse is working on a very interesting project I think: he's redesigning the Sam Coupé in Eagle (a schematic and PCB-design software package).
Off topic: Eagle is a must for everyone who wants to develop any hardware (www.cadsoft.de)! There is a freeware version on their site.
And of course, all electronic-developers use the pcbpool for ordering professional PCB's (www.pcbpool.com)!
I bought a used Eagle-license (version 4.0) last week from someone who bought a newer version (the newest version is 4.11), so now I'm also able to use all of the magnificant possibilities of this great software-package! I paid 85 euro's for this complete version!
All Spectrum hardware-developers I know (which I'm going to write about the following Suc-seccion releases) use this software and the pcbpool!

What will I write about next time?

Get a MB02-interface for free! No yoke!
(Based on: www.ramsoft.bbk.org & www.8bc.com/sinclair)

A Spectrum with unlimited GB's of ram (Yes, GIGAbytes!). And a really nice basic!
(Based on: user.tninet.se/~vjz762w & www.zxplus3e.plus.com/residos)

Benjamin Versteeg

A couple of pictures from the HCC-Dagen:

An overview:

Johan Koning:

Peter Kreinse with Fisher Technik:

Did Robert built his SAM in a 128k case???

You can see the WOS-Site on the Screen:

Sam-with-Martijn-Groen:

Next year when I visit the HCC dagen, I'll try to be prepared with In mind that I will create an article, so I will take more pictures and try to discribe what really happened during the days!

Die Norwich Spectrum and SAM show (ORSAM 2003)

Hello, my name is Tarquin Mills, and I run ACCUS (Anglia Classic Computer Users Society) which in theory covers all non-Wintel computers, but in practice mainly covers the Sinclair QL as this is what members are interested in. This is a view of ORSAM 2003 from an organisers perspective only as I cannot guess the view from a visitor's eyes and am biased, perhaps it will help other potential organisers.

For a few years I have been thinking of organizing a Do Different Computer Show or a Quanta Workshop in Norwich. „Do Different" is UEA's (University of East Anglia) motto, this show would include all non-Wintel platforms. As there are so few QL users in our area I proposed merging the two shows together into one. In April this year the idea was put to the QL-users mailing list that includes QL traders and a lot of prominent QL users. They were afraid of being swamped by other platforms. As my favourite computer is the Sinclair ZX Spectrum, and Z88 are seen as a portable companion to the QL, I changed the

proposal to a Sinclair and Compatibles/Clones Show. This time I was told QL users would not turn up and instead would wait for a QL only event in East Anglia (which would not happen). So a Quanta workshop was arranged for March 2003 and a separate Spectrum and SAM Coupé show for the first day in November. Other Sinclair platforms were left out in the cold.

It did not happen quite a easily as this. I had been waiting sometime for an Oric meeting in this country, but nothing had happened. Thanks to illness I had missed the nearest thing to an Oric meeting, the retro section of the MicroMart show at Birmingham's NEC. So I offered to hold a meeting in Norwich on the newsgroup comp.sys.oric. They thanked me for my kind offer, but very few replied and most would be unable to attend. The idea was put on the back burner. Undaunted the next course of action was to contact the SAM Coupé mailing list and give them the same offer in the rather cheeky email titled „East Coast Takeover". There was another reason for this title I will go into later. The offer was a Spectrum and SAM show like NSSS and the Quedgley, Gloucester show but balanced. The reaction was positive with several people saying they would come, one person even arranged to get a lift with another. On the back of this I arranged a date for the first Saturday in November (the 1st as it happens), to give paper based magazines time to print details of the event.

Thanks to running RUNG (RISC OS Users Norfolk Group) I have some knowledge of halls bookable in my part of Norwich. Church halls are not available all day Sunday and are used on Saturday, while some of the halls were clearly to small for a show (even a small one). In the road I live on there is Scout hut, it is hidden behind the houses on the opposite side of the street and is accessed by an alleyway, you would never no know the hut was there. In past attempts to book the hall for computer meetings had failed because the old man who ran it was too worried about heating costs. Fortunately things had changed, the new person running it, Mr Clemo, was willing to book the whole hut and 40 space car park for 45 pounds. As well as that he was undertaking a 5 figure refurbishment program on the hut, now renamed the Alec Bussey Scout Centre, because it does not have a scout group anymore. This included underpinning (subsidence is a common problem in Norwich), carpet in side rooms, new signs and improved floor in the main hall. When viewing it we could only guess how it would look at the time of the show. However one problem already surfaced, there are no power sockets in the main hall for safety reasons i.e. to stop scouts sticking things in the socket and getting electrocuted.

Picking a very local venue was useful, as if we need anything it could be got from home quickly. As scouts had not yet got planning permission for a sign at the alleyway entrance, a big ORSAM sign would be needed. After a problem with a company who want to make a sign no questions asked, then changed their mind. We got one made professionally saying just „Computer Show", the colours are to match the Spectrum. For cost reasons the part that says anything specific to this show is a replaceable addon, this means we can use the sign with different shows.

I contacted every trader, magazine I could find mentioned in fanzines, websites, I put adverts on forums, websites, the Usenet, mailing lists. This continued right up to the Friday night before the show, at this point I would like to thank the people who suggested

who to contact. One problem to emerge was Spectrum users in the UK, German spectrum magazines had mentioned us, as had SAM Revival, but Alch News did not reply to my email or letter. Alch News is important as they have 600+ subscribers, but the problem was that Andy Davis had moved to Bolton and Alch News has stopped coming out temporarily. I am not exactly sure what has happen at PD Power (who owe me money). ZX Format had just produced a magazine and the next would not be out until after the show, they did promise to cover the show. I also sent press releases to the local media, Amstrad and Sinclair Research. Amstrad rent spectrum games 10,000 times a week at 50p for 3 days to Em@iler Plus users. This shows the Spectrum is still alive, but we still have found no way to tap these and lots of other Spectrum users. While CSS was informed it must be remembered that half the population does not have internet access at home. On the plus side there are several well know Spectrum and SAM users in Norwich (we are not completely dead), if they did not want to come it probably showed we were in real trouble.

Colin Piggot's Quazar, Cronosoft, and W.N. Richardson agreed to go as traders, while Sintech said they would probably come. As both trader and visitors are short in supply at retro computer events neither are charged. The Scouts offered to do a barbecue and wanted numbers, as did other people. Not having run it before we had no figures to guide us, the attempted answer was to run a free prize draw with the winner getting a choice of a SAM game from Quazar or a sound addon from Sintech. I know a man (Derek Williams) who runs very successful websites, one of his techniques is to keep his site constantly up to date, rather than having it out of date, or produce a website designed not to date (the technique I normally use). A famous website called NTK just mentioned us in passing, as an alternative to a C64 event (we can beat the C64 we are not just „Linda Barker and Manic Miner" (quote from CSS) ,even though these are good too), the hit count sawed. My key helper started to worry that hundreds of people would turn up. I did nothing to damp things down as I was still worried that turnout could be low, event if we were packed we could expand next year.

Then the ideas ran out, momentum stopped, the hit count hit the floor. On contacting Sintech with a week to go they said they could not come this year, the question was, was there going to be a next year at this rate. We still had no speakers and asking Colin MacDonald to do the SAM talk lead to a thread started by him on the SAM mailing, asking people whether they were coming, lead to people saying they could not come. Fortunately things had already start to improve, NTK wanted to come and sell t-shirts and promised to give us a lot more coverage. As my best friend said it's in traders interest to promote the show. In a tough moment I decided to send an email to the mailing list pointing out that they had promised to come. A local councillor (Steve Land of the Green party, a rarity in this country) who I knew through my political career, agreed to open the show.

Finally the day of show came, getting up a 7.30am to put up the sign as Friday night was Halloween. That and fireworks nights stopped us getting any coverage in the local media. The main sign was not vandalised during the day, but the paper one in Grove Road was. It seems a family saw the Computer Show so entered, they must have found something of interest as they stayed several hours as did most people. We

entered the hall, in which we had laid the tables out the day before, and we got the kitchen ready. Bang on 9am a taxi drew up with Colin Piggot in it and an off road vehicle carrying Cronosoft. Hardly had they started setting up when the first visitors arrived including one from Germany a full hour before the official opening.

Quazar produced a neat display of their hardware, and borrowed a Philips RGB Scart monitor of mine, they could not take one on the train. The hardware included a compact flash interface that I am using on a Q60, CF adapters were evident on many SAMs during the course of the day. The traders got power from double sockets in rooms adjoining the main hall. Cronosoft chose the table to the right of Quazar using one table for their crates of old cheap games and a table with 2 Spectrums (a +2, and +2A). On these you could play their games including Rough Justice released for the show, cool. See the review for more details. I was looking for 2 player games and bought the classic Bubble Bobble, which brings back memories. With costs escalating I didnt buy as much as I should at all the stall, however I will buy more next year and get some things via mail order that slipped the net. Being a trader at show bring indirect sales, such as a USA users buying SAM Coupés from Quazar.

Everyone, traders included, were shuffled out so that the councillor could cut the green ribbon, he was surprised to find the venue hidden right in the city. He was then shown round including a demonstration of the Quazar Surround Sound System running a pop video, a pity Quazar only had the 2 speakers. Can the size of the picture be increased while keeping the frame rate and sound up? ACCUS members Arnold Clarke and myself manned the stall near the entrance. We sold books donated by the Bramerton Computer Club and W.N. Richardson, and prize draw tickets. ACCUS could not give away my paper based RPG on retro computers as it was not ready for public consumption. The table however was dominate by the RiscPC that this and the game is being written on. It printed signs, and at Diana Mills suggestion, enlivened the hall to the sound of Darren Salts Manic Miner remake for RISC OS; until she demand it be stopped. I seem to remember my mother had the same problem in the 80s, though I am now much better at Manic Miner. The computer played AY music from the two AYriders albums for most of the rest of the day.

A man walked into the hall with a ruck sack, the strange thing is that I recognised him from Linux Expo 2003 a few weeks ago. He was NTK. They had some t-shirts to sell, like ‚Born to Run' and ‚Ant Attack'. Then people arrived thick and fast. Bill Richardson who, fortunately for us, had been remind he was coming to the show by Simon Goodwin, arrived

and set his stand selling Z88 and Spectrum books, with free bits of speccy hardware. This has several lessons, traders should be contacted to remind them to come and Z88 and ZX81 users exist and need to be catered for. It seems often in Norwich that when the show is mentioned people either said „I had a Spectrum... no actually it was a ZX81" or „SAM Coupé, never heard of that". Do not worry, we can help them see it's good features. Arnie (of ACCUS) said at a computer meeting on the Sunday, that he had never heard of the SAM before but was clearly interested in it, or was just fixing Nev Young free non-working Coupé motherboards in the bring and buy section that appealed to him, he went home a SAM owner.

Dave Ledbury arrived next with a SAM in a Can which I did not have enough time to see, in fact I did not have enough time for any stand, and was very busy all day with people wanted me in different parts of the centre at the same time. Kevin Bennett (hope that is spelled right) sold a complete SAM Coupé in it's original case to someone at bring and buy. Simon Goodwin of Zip, Crash and YS fame brought SAM p001 the first complete prototype of the SAM, in an upgraded condition. By this stage we were running out of tables, as well as power points.

At 1pm as no one wanted to do the Spectrum talk, I did a round table discussion based on the Spectrum and how it has moved on in last 21 years. I had cobbled this together, but it became in part the future of the ORSAM show. So there I was, stand nervously in front of about 15 people in the seminar room. The meeting decided we wanted former East Block Spectrums (Scorpion, GMX, Sprinter etc and Timex) here and in our homes next, the question was how to get these, as we are over here and they are over there and none of us speaks Russian. Another idea was an auction to appeal to ebayers, who did not want turn up as traders because they could not make money out it. It was pointed out that the QL model of holidays with a bit of trading was a more realistic model, and going to shows is a good way of getting known in this country. Internet access for IRC, and Webcam for people who cannot make it to Norwich is another improvement for next year. An embarrassing moment happened when I tried to explain to the knowledgeable audience what attribute clash was. It was felt that the QL should join us next year instead of having their own show, to form a Sinclair show. One suggestion was to appease them by having a Spectum village .i.e. two shows sharing the same space. One person was heard to say „I will bring my Thor next time whatever I am told". Discussion continued in the canteen.

At 2.30pm Simon Goodwin gave his talk on fractals with the SAM, without hardware floating point. This was given in the main hall so that SAM p001 did not need to be moved, the talk was good. Then he took the computer apart to show a Jarek Atom IDE interface, cameras

snapped away. During the day I asked knowledgeable SAM people who now owned the SAMs intellectual property, they guessed why. A videoing talks would be a go idea in future.
Just before the show closed, we had the prize draw. Colin officiated and drew the ticket number 16 as the winner, This was owned by Wolfgang Haller, however he had already gone. Earlier in the day he had been giving away free copies of SPC magazine. I commiserated with the losers and thanked people for coming and packed up. The feeling seems to be that people wanted to come again. In discussion since, someone has compared the attendance to the first NSSS. We need to improve on that, as a sharp cut would wipe us out. Hopefully we will get on the show calendar after this, our prices cream those on ebay. The show had a friendly atmosphere. The website needs a much shorter address, there needs to be an advert in the local papers. Next time ACCUS will have at least one working Spectrum on their stand. The demo crowd did not turn up, so a SAM and Spectrum demo competition will be arranged next year. Mr Clemo (of the Scouts) talked to us afterwards of more improvements he will make to the venue, such as more power sockets, see-through roofing in the main hall to let in light, better acoustics etc., I only hope he does not put up the price. One mistake we made was to telling people their prize draw ticket number in advance and starting at number 1. Another was not celebrating the 21st anniversary of the Spectrum. I will put up some posters next year to make the place more colourful. Send me your suggestions for more improvements for next year. It was nice to be able to put faces to names and there was not a single M$ Windows PC at the show. Perhaps next time a C5 will seen driving round the car park . A big thank you to everyone who took part and helped, you made it possible, and I hope you enjoyed it.

Editors note
More pictures on the NORSAM Website (http://homepage.ntlworld.com/speccyverse/orsam/index.html).

Editors note: A Spectrum-User-Meeting can be easy, but I think Tarquin wanted more than just a meeting, but a real great show. We are very happy that finally someone in UK has been so courageously and made it. I hope that Tarquin will fullfill his own expections in future and more User from other countries will come. By the way: There are several cheap flights to London, even Lufthansa offers special prices. From London to Norwich it is not far to go by train. It is surely a good idea to get informations from your local airports about flights to London. As earlier you book, as cheaper it gets. We inform you via our "Event Calendar" when we know exactly about the next NORSAM.

SPECTRUMANIA 2003

Tage des Spectrums vom 14.11.03 – 16.11.03

Spectrum-Treffen sind wieder in. Nein, es treffen sich nicht die Spectrum und die User müssen draussen bleiben, mitunter ist es sogar so, das der Spectrum zuhause bleibt und nur der User besucht die Show. Das macht aber gar nichts.

Die Spectrumania ist meines Wissens die einzige Veranstaltung die über drei Tage geht, zugegeben sie fängt am Freitag erst Abends an und geht auch am Sonntag selten über den Nachmittag hinaus, das gute ist aber, das es sich dadurch auch für weitgereiste lohnt.

Und sie kamen, 200, 300, 400 auch 700 km (wenn nicht gar mehr) wurden von den Teilnehmern abgespult um mal wieder ein Wochenende dem Spectrum zu widmen.

Wir hatten keine besonderen Aktionen geplant, im Vordergrund stand wie immer das miteinander. Trotzdem gab es Überraschungen. Peter Hilbert zeigte sich als MB02 Spezialist was das einbauen von IDE-Interface und Festplatten angeht. LCD war mit einem kleinen Laptop bewaffnet der die neueste Version von BMP2SCR zeigte und Robert Siegler schleppte haufenweise Hardware Ersatzteile an.

Aber der Reihe nach: Beginn war Freitag. Irrtümlicherweise hatte ich nur im Internet die Anfangszeit von 19.00 Uhr angegeben, nicht aber im Clubheft. Natürlich waren die ersten User schon gegen nachmittag da und mussten sich leider gedulden bis ich mich dann endlich auch nach Stuttgart bequemte. Danach wurde schon kräftig aufgebaut, man konnte es kaum erwarten die Speccies anzuschliessen. Schon an diesem Abend wurde es spät und Samstag ging es früh wieder los. Noch müde vom Vorabend schaffte ich es erst gegen 11.00 Uhr zum Treffen, aber das war diesmal natürlich längst ohne mich im Gange. Es kamen und gingen die Besucher den ganzen Tag und selbst nach einem gemeinsamen Abendessen im griechischen Restaurant in der Nähe wurde kein Verdauungsschlaf gehalten, sondern stattdessen als Höhepunkt die Programmierung eines Demos ausgerufen. Viele brachten sich dabei mit ein und das Ergebnis wird sicherlich auf einer der nächsten SCENE+ Ausgaben zu finden sein (derzeit ist das Programm noch nicht fertiggestellt, es hängt noch an Kleinigkeiten). Bereits um 04.00 Uhr in der Nacht machten aber einige schlapp (gell, Florian) und so langsam aber widerwillig gingen alle zu Bett oder nach Hause.
Dementsprechend waren am Sonntag natürlich nur noch die Übernachtungsgäste dabei, aber auch das waren immerhin noch 7 User, die spielten, programmierten, Krach machten (ok, Sounds abspielten, stimmts Mirko) und wiederum widerwillig das Treffen am späten Nachmittag beendeten.

An Besucher mangelte es auch nicht, alles natürlich relativ. Ich kenne noch Zeiten als 40-50 User ein Treffen besuchten, soviele sind es bei weitem nicht mehr. Aber es waren knapp unter 20 Leute, was den Raum auch gut ausfüllte, den mit mehr hatte ich auch nicht gerechnet. Sehr gefreut hat mich der Besuch von Wolfgang Haller, den ich schon lange nicht mehr in Stuttgart gesehen hatte. Seine Freundin nutzte die Nähe des Treffens zu einem Besuch bei der Meerschweinchenhilfe in Filderstadt, so konnte also am Samstagnachmittag jeder seinem Hobby frönen.

Sicher, die drei Tage waren anstrengend, aber es hat Spaß gemacht. Viele bedauerten es, als sie gehen mussten oder das Treffen zu Ende war und die meisten können es kaum erwarten, wenn es wieder losgeht. Aber bis dahin dauert es erstmal, dafür gibt es aber tolle Treffen in Fulda, Königswinter und Wittenberg.
Vielleicht sieht man sich mal
te

A couple of pictures from the Spectrumania

Manfred in Action

Kai depacking his stuff. Mic and Odin are..ehm..helping him.

Spectrum setup with MB02 and drives and HDD in external case

Compiler

Hello Fellow Users!

Today we want to look at speeding up Spectrum- BASIC. To do this we are going to look at two compilers which have been in existence for a long time, I'm talking about the Laser compiler and the Tobus Compiler.

Let's start with the Tobus. Tobus FP which is it's proper name is a floating point compiler which has been optimised for maximum speed while maintaining a very high level of compatibility to Spectrum Basic. In the best cases it's possible to achieve a speed increase of up to 20 times, which is not exactly slow. Tobus uses a 4 byte format for numbers for all

of the procedures and floating point arithmetic. The procedures take up 12KB of the memory so you can write programs which have a final length of 27Kbyte when compiled. In the best case this takes as little as 40 seconds. The resulting compilation produces a code which is built one section after the other (what is called direct threaded code) and can be stored and run from any address.

The compiler itself is loaded with the standard BASIC Load"" command and fits in the memory area 53100 to 65367. So that the USR graphics are not disturbed. The RAMTOP is automatically set by the loader program to 39999. Though the user can change the RAMTOP value manually. The compiler is started from BASIC with the command RANDOMIZE USR 53100 and stores the compiled code from address 40000 up the memory. You can then start the code with RANDOMIZE USR 40000 or it can simply be saved to cassette with the command SAVE "name" CODE xxxxx,yyyyy.

Now let's look at the restrictions imposed by Tobos:

The compiler won't accept any command which controls the cassette recorder or the Microdrive. It also doesn't recognise the keywords CONTINUE or CLEAR if they have an argument. If a program stops with an error report is isn't possible to restart it again. As well as this the passing of variables between the compiled code and BASIC isn't very straightforward. The internal format of the compiler restricts the accuracy of numeric values to 7 digits.

Errors during the compilation or when running the compiled code

The error reports are in the typical Spectrum form, that is with an error number and a line number of the command which caused the error. Some errors have a new meaning – NONSENSE IN BASIC = Illegal statement, OUT OF MEMORY = Easy to understand, VARIABLE NOT FOUND = The variable has not been defined (by DIM, FOR, LET, INPUT or READ). A similar report can occur when the code is running but doesn't apply to simple variables which are initialized to zero. RAMTOP NO GOOD = The stack has overflowed. This can most often be corrected by increasing the RAMTOP by 100.
The report OUT OF MEMORY can occur during the compilation or during the running of the program. In these cases it's often useful to increase or decrease the CLEAR adr depending on whether more or less space needs to be made available for the Basic program or the resulting code. Or you use the option which generates a smaller amount of code and which runs somewhat faster then it might produce error reports or wrong line numbers. The option is enabled with POKE 53252,0 and disabled with POKE 53252,55. Or you can move the code from the compilation to the area which was used by the BASIC program and is no longer needed (overwrite the BASIC program) and start it with RANDOMIZE USR adr (Start address of the relocated code). However the code must not overlap the compiler or lie beyond RAMTOP. You can use the option which destroys the BASIC program during compilation. Switch it on with POKE 53240,0 and off with POKE 53240,55. The best is to do a CLEAR 53099, load the BASIC program and start the compiler with RANDOMIZE USR 53100. After the compilation do a CLEAR 23999 and start the program with RANDOMIZE USR 24000. Now a couple of general hints. The memory locations 58112 and 58113 hold the address where the compiled code will be located using the formula PEEK 58112+256*PEEK 58113. If both locations contain zero then the code will be located at RAMTOP+1. If the option destroy source program has been set then the address of the

resulting code will be in locations 55631 and 55632. Standard is that PEEK 55631+256*PEEK 55632= 24000. Or for the diskette version it's 24100. So a quick overview of the Tobos compiler looks like this:

Floating point arithmetic, multi-dimensional fields, string fields, dynamic field allocation, Full INPUT-, PRINT-, and DEF FN formats. Handling of VAL/VAL$ and relocatable Code.

Now lets look at the Laser compiler:

This compiler comes from the software house OCEAN and has been specially tailored to the needs of Laser BASIC. It is loaded with the command LOAD""CODE into the memory. But you shouldn't forget beforehand to set the RAMTOP with CLEAR 59799. Something that may frighten the inexperienced user is the layout of the screen during the compilation. The Laser compiler uses the area of memory meant for the screen as a temporary stack and so it can look as if the compiler has crashed, but this is not so. At the end of the compilation the screen will be cleared and the appropriate report displayed. During the compilation the compiler overwrites the BASIC program. The resulting code looks to the computer like a normal BASIC program but you must never change anything by for example adding a new line or compressing two lines into one. Now you have to link it to the run time library. To do this you add the program RTCODE with LOAD"". The compiled code is now protected above RAMTOP and you can start the program by using the command RANDOMIZE USR 59800. As the compiled code includes this instruction in line 1 you can also use the command GO TO 1 to start it. If you want to be able to run the code without having the Laser compiler present in the memory you need to put a loader program onto the front of it, and this is included in the program package from OCEAN. It loads the compiled code which you have saved with SAVE "compiled code" LINE 1 and the run time library. If the program uses Sprites then these will also be loaded by the LOADER. As you can see the handling of this compiler is rather more complicated than the other but this has to do with the tailoring of this compiler to Laser basic. This compiler is not so much used to increase the speed of a program but rather more to make use of the enormous graphic possibilities of the Laser BASIC language. Lets now look at some of the restrictions of this compiler:

You shouldn't use GO TO, GO SUB, RUN or RESTORE instructions which use a calculated line number as the compiler will during compilation set them to zero or gives them a length of zero. I tried to use a calculated DIM statement but even those with dimension zero (not possible in Sinclair BASIC) are declared before the program runs.

There are no restrictions of the re-dimensioning of arrays. But the first dimensioning is carried out during the compiling phase and so the statement is not in the compiled code.

CLEAR statements are not allowed and generate an error report.

RUN commands work as in BASIC but they don't clear the variables

MERGE, CONTINUE, LIST and LLIST commands are not allowed and generate an error report from the compiler.

You should never try to restart a crashed or hanging program with CONTINUE.

The statements OPEN# and CLOSE# only work with the streams "S", "P", and "K". The Microdrive handling is also not supported.

LOAD, SAVE and VERIFY work as you would expect. Only if you load a BASIC program it is assumed that it is a compiled program and the run-time library tries to start it at the beginning.

The Compiler and the Run-Time library are both Microdrive compatible. Only the Microdrives data format is not supported by the compiled program.

Lets take a look at the error reports of this compiler which we hope not to see too often:

Illegal statement found

This report is produced when the compiler finds a CLEAR, MERGE, LIST, LLIST or CONTINUE statement.

Procedure definition nesting error

This report occurs when two procedure definitions are found without a Return (RETN) appearing between them.

RETN without DEF FN # error

This occurs if a procedure is called without it being defined first.

Program not compiled

This error is produced by the Run-Time library when it's called for the first time and it doesn't recognise the first statement of the program as being compiled. When a halt occurs because of one of the errors above then the program may be completely or partly compiled and you can only continue by reloading the original BASIC program.
And now a couple of comments from us about the Laser compiler. As mentioned earlier this compiler is foreseen for programs which use the special features of Laser BASIC.

Anyone who just wants to speed up their general BASIC programs certainly doesn't need this compiler. For this there a number of general compilers which are better suited and simpler to use. Especially easy to use are the Softek FP and the HiSoft Colt compilers.

Anyone who would like more information on the subjection of compiling can only be advised to try out a number of different ones. The two programs described in this article are just examples of the many compilers available. Everyone should discover for themselves which compiler suits the program they are compiling best. There isn't a universal compiler which can do simply everything.
So that's it for this time… Until the next time…..

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Subscription price changes

Dear Subscriber,

Not so much a price increase as an acceptance of the reality that for various reasons, we can't send the SCENE and SUC-Session together. For this reason we have to make some changes in our offer.

You can clearly see from this issue that we have to do something. When you received this issue the year 2003 for SUC-Session is complete whereas for SCENE+ at least one and maybe two issue are missing. For the diskette users it's a pity that SCENE+ arrives so late but at least you have your copy of SUC-Session as we are sending them separately. This is also connected to the fact that the post only accepts the magazine as 'Printed matter post' and only one diskette at the standard letter rate, so 56 and 51 cents respectively or a total cost of 1.07 Euro. So this is the price we must include in our calculations and it's very similar to the 14 Schilling that we had to pay in the past when we were sending them together via Austria.
It's a little different for the cassette. Here we have always calculated a higher price as the magazine and cassette had to be sent as a package and cost 1.44 Euros. If we send the magazine separately for 56 cents we still have to pay 1.44 Euros for the cassette which isn't included in the calculation. With a number of users a considerable minus would develop over the year. So until now we have always waited until SCENE+ was available and sent it on cassette together with the magazine. This resulted in a number of users not receiving either the magazine or the cassette for several months and some of the articles in the magazine were then out of date.

We can't continue in this way. It only concerns a small number of users, who haven't yet converted to a diskette format but we don't want to create a divide between the diskette and cassette users. So in future we won't offer the Combi-package 7 for SUC-Session and SCENE+ on cassette any more. Anyone who in spite of this still wants to subscribe to the cassette version of SCENE+ will have to subscribe to them separately, that is offer number 1 for the magazine and number 4 for SCENE+. So that the bank transfer should be as follows :-
Price: 34.00 Euro (SUC-Session 16.00 Euro and SCENE+ 18.00 Euro)
Reason for transfer: SUC 1+4

All of those who have already paid for the Combi package 7 will of course continue to receive their magazine and cassette. So the change will take effect slowly at the latest in one year all subscribers will be changed from offer 7 to the 1+4 combination.
So the changes are not that enormous. It is unfortunately a little more expensive for the cassette users but at least everyone will receive their SCENE+ or SUC-Session immediately it is available and one does not have to wait for the other.
I hope that all of the cassette users will be able to accept the pain of these changes.
Here is a quick calculation for all of those who are still holding back from ordering the diskette version:
Whoever orders the combi package 6 saves in comparison to the 1+4 combination 8 Euros. So that in 10 years you will have saved the cost of buying a diskette interface....
OK, I accept this is not a big saving but I would urge all users to consider a diskette interface/drive simply because it's such a fast and simple to use storage medium.
Te